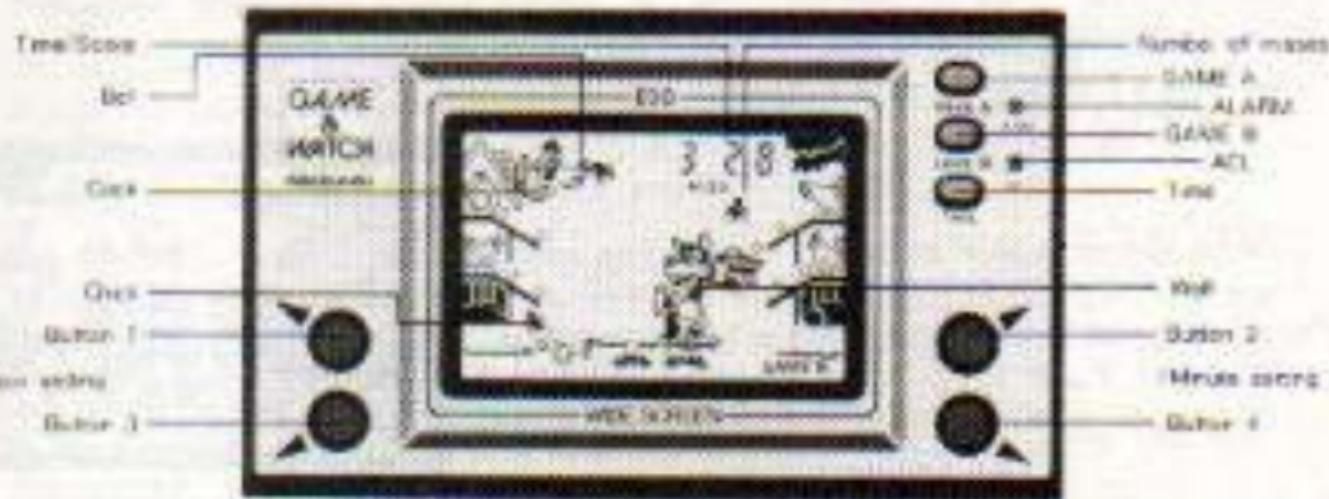


ELECTRONIC

EGG (EG-26)

GAME & WATCH™ WIDE SCREEN

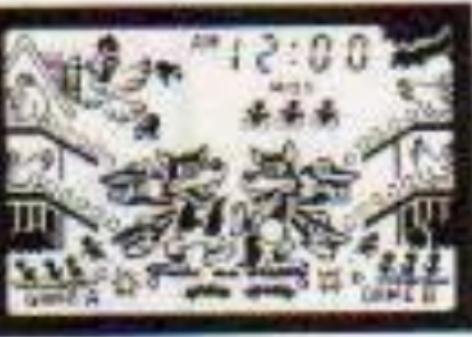
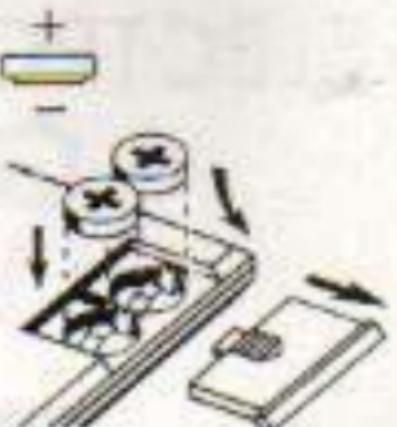


© Nintendo 1981

INSERTING THE BATTERIES

Insert two LR43 or SR43 batteries into battery compartment with the positive electrode atop.

When the batteries are exhausted, the display becomes vague and hard to look at and the sound becomes low or be completely lost. In such a cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)



TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME button and the clock will start. Pattern moves every second.

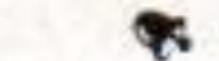
ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

At the alarm time, a cock appears and swings a bell to notice the time. Alarm sound continues for one minute. Push TIME key to turn off alarm sound. (When GAME & WATCH is in game mode at alarm time, a cock swings a bell without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.



GAME A

Chickens lay eggs. Control the wolf so that he catches them in his hat.
There are 4 control buttons.

1. Press GAME key A. Highest previous score will be displayed. Game A begins when key is released.
 2. 1 point is scored for every egg the wolf catches.
 3. There are 4 egg drops. In game A, eggs fall from 3 drops only. The drops change according to the number of misses.
 4. When the wolf drops an egg, one miss is scored.
 5. Misses are registered according to the following pattern.
- * When a cock does not appear
Egg falls and breaks. Then a "MISS" signal will sound. In this case, 1 miss is registered.

* When a cock appears:

When an egg is dropped, a "MISS" signal sounds, the "Break" mark turns off, a chick comes out of the egg and walks away. Chick and broken egg shell vanish from screen, and "MISS" mark turns on and off. When two "MISS" marks turn on and off, one miss is registered. 3 misses and the game ends.

6. A cock appears and disappears at 5-second intervals.
7. As score increases, eggs fall in increasing numbers and at faster speed. With each 100 points, the number and speed of eggs return to original, then start increasing again.

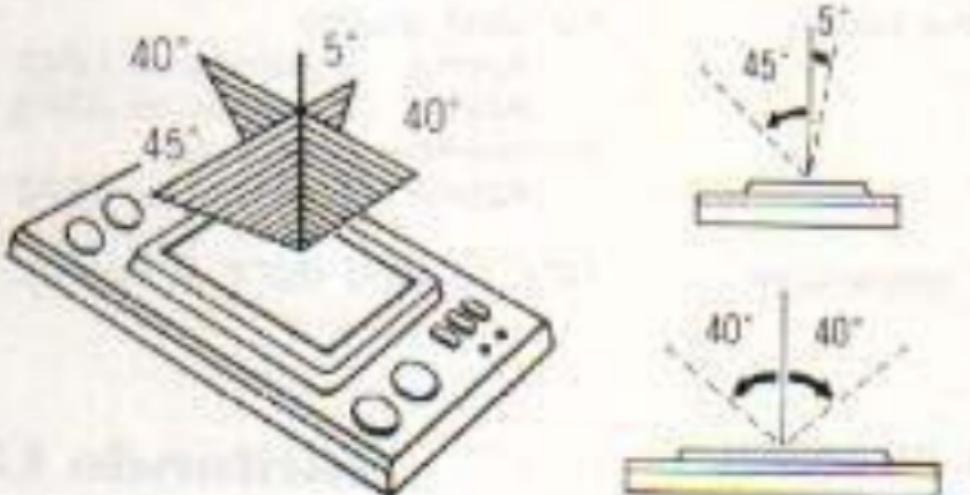
GAME B

Eggs fall from 4 drops. The rest of the game is the same as GAME A.

CAUTIONS

1. Do not use pencil or pin when pressing **ACL** or **ALARM** switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.

7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle.
 - The best angle at which to look is as illustrated in the figure.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ± 3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR43 or SR43)
Life of the battery	:	For clock display Approx. 6 months on LR43 Approx. 12 months on SR43 For one-hour-game a day Approx. 6 months on LR43
Working temperature	:	10°C to 40°C (50°F to 104°F)

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